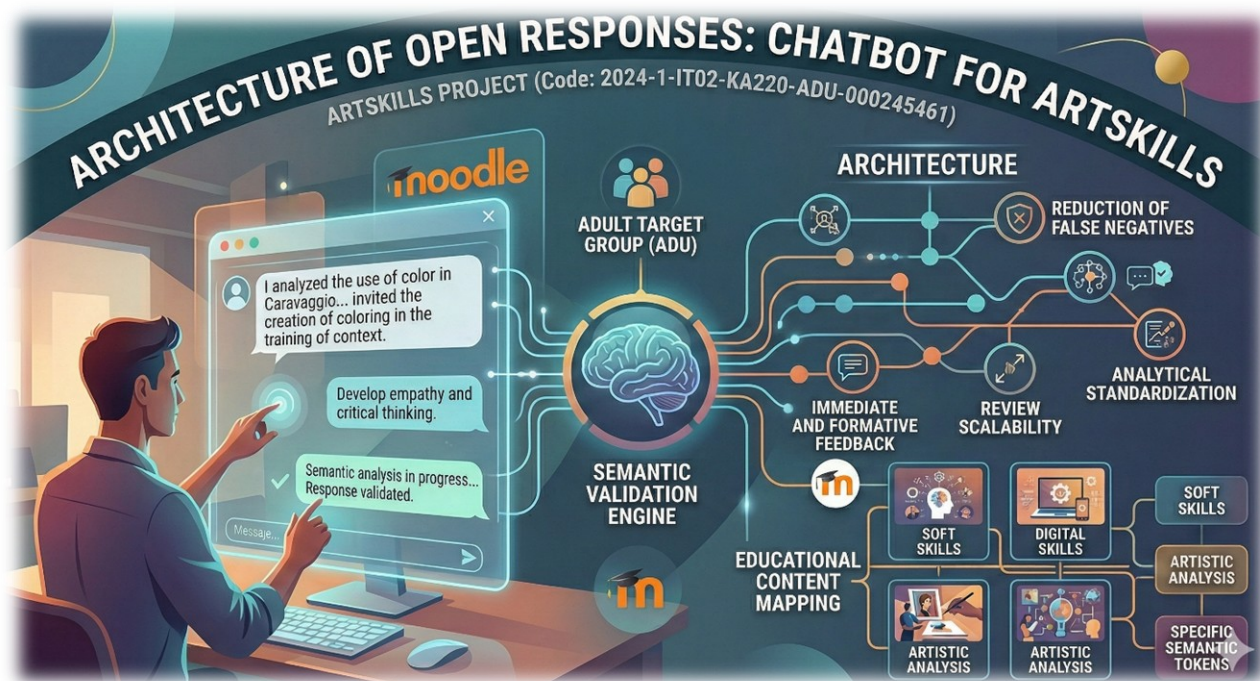


Artistic Exploration for the Development of Soft and Digital Skills

Project Code: 2024-1-IT02-KA220-ADU-000245461



Chatbot architecture

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1. Strategic Introduction to Automated Assessment

The integration of an intelligent chatbot within the Moodle platform of the ARTSKILLS project (Code: 2024-1-IT02-KA220-ADU-000245461) is not a simple logistical automation, but a pillar of Instructional Design aimed at adult learning. Through natural language processing (NLP), the chatbot transforms open-ended responses into moments of metacognitive reflection. Instead of being limited to binary validation (correct/incorrect), the system provides immediate feedback that guides the learner towards a deeper synthesis between digital skills and artistic sensitivity. This "human-centric" approach allows the qualitative evaluation to be scaled, ensuring that each participant receives a personalized stimulus based on their critical output.

The "Reference Keywords" operate as semantic anchors for AI, acting as a marker of the achievement of pedagogical objectives. These are not simple terms to be traced, but conceptual nodes that validate the acquisition of transversal soft skills. The dataset is structured to accompany the evolution of the learner: if in the first modules the focus is on the technical mastery of storytelling and digital portals (such as QR codes intended as gateways), in the following modules the complexity increases, requiring the ability to analyze social conflicts and the iterative application of Design Thinking to emotional and intergenerational contexts.

2. Modules 1 and 2: Digital Storytelling, Virtual Museums and Cultural Citizenship

In this phase, the learner explores the use of Italian artistic heritage as a narrative engine. The goal is to transform scientific accuracy into empathetic narratives, using tools such as Artsteps and Google Arts & Culture. The focus shifts from the simple vision of the work to its digital recontextualization, where the "expressive detail" becomes the hook for user engagement.

ID	Module	Open Question	Ideal Learner Response	Keywords for AI
01	M1	How can the use of an expressive detail of Caravaggio's Medusa transform a sequence of	The detail of terror in Medusa's eyes acts as an emotional hook, allowing the narrator to build a dramatic climax. By integrating strident sounds and a tight rhythmic structure, the static image	Pathos and narrative detail

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		images into an empathetic narrative?	becomes a multisensory experience that deeply engages the user.	
02	M1	Analyzing the storyboard for a video on Boccioni, how would you translate the concept of "futuristic dynamism" into digital technical choices?	Dynamism translates into the use of smooth transitions, visual distortion effects, and accelerated editing that reflects the decomposition of movement. You could use graphic overlays to show the continuity of shapes in virtual space.	Dynamism and spatial continuity
03	M1	How can the integration of a concept map prevent narrative fragmentation in a digital storytelling project?	The concept map allows logical hierarchies to be established between the themes of the work, ensuring that each "scene" is connected to the central concept. This tool ensures visual and textual coherence, preventing the learner from getting lost in secondary details that are not functional to the message.	Coherence and concept map
04	M2	Why is scientific accuracy in a virtual museum considered a requirement of "Cultural Citizenship"?	Accuracy ensures that the learner acts as a trusted bridge between the institution and the community, promoting knowledge based on verified sources. Without scientific rigor, the digital resource loses educational value and the ability to stimulate conscious critical thinking in the public.	Scientific accuracy and sources
05	M2	How can a QR code associated with the Birth of Venus serve as a "portal" to	The QR code acts as an immediate gateway that connects the physical work to in-depth multimedia content, such as high-definition analysis or	QR code as a portal

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		an immersive learning experience?	narrative podcasts. This "phygital" transition expands the boundaries of the traditional museum, making learning flexible and on-demand.	
06	M2	What competitive advantage does the Artsteps platform offer in adult education compared to a static art catalog?	Artsteps allows the creation of interactive 3D exhibitions where the adult becomes an active curator, being able to spatialize his or her own reflections. This interactive mode fosters experiential learning and mastery of online collaboration tools.	Digital curation and 3D interaction
07	M1	How would you use Google Arts & Culture's high definition to explore Botticelli's symbolism in a digital narrative?	High definition makes it possible to isolate allegorical details invisible to the naked eye, such as the botanical variety in Spring, to explain their philosophical meaning. These guided zooms help the audience understand the complexity of the work through an analytical visual journey.	High definition and symbolism
08	M1	Describe how you might apply "sound narration" to amplify the pathos of a Caravaggio work.	You could insert ambient sounds, such as labored breathing or hissing, to evoke the tension of the moment represented. The contrast between silence and sudden sounds visually reflects the pictorial chiaroscuro, intensifying the emotional impact on the user.	Sound Narration and Contrast
09	M2	Why is gamification useful for keeping engagement?	The introduction of game mechanics, such as badges or leaderboards, turns theoretical study into a stimulating	Gamification and engagement

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		high in a Moodle course on art?	challenge. This approach reduces the learner's sense of isolation and promotes the completion of modules through the positive reinforcement of the skills acquired.	
10	M1	How does the choice of "point of view" in a digital narrative about Boccioni reflect modernity?	Choosing unconventional or subjective angles allows the viewer to immerse himself in the flow of the Futurist movement. This technique breaks the traditional perspective, inviting a dynamic vision that is typical of the digital and technological age.	Dynamic point of view
11	M2	What are the risks of a digital museum without references to original sources?	The lack of sources undermines the credibility of the resource and can spread historical fake news, hindering scientific research. A reliable catalog must always allow the user to go back to centralized databases for critical insights.	Reliability and scientific research
12	M1	How would you translate the "Concept" of a futurist work into a 3-minute podcast?	I would focus the narrative on speed and transformation, using a pressing verbal rhythm and an electronic soundtrack. The text should connect the work to the contemporary technological revolution, making the message current for a modern audience.	Narrative concept and rhythm
13	M2	How do collaborative platforms improve the	By making heritage globally accessible, these platforms break down geographical and socio-economic	Accessibility and democratization

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		"democratization of culture"?	of barriers. Each user can become a producer of culture, sharing personal interpretations in dedicated forums and communities of practice.	
14	M1	Why is storyboarding crucial before starting the technical production of an art video?	The storyboard serves as a sequential guide that ensures that the emotional message and logical connections are solid before the technical investment. Without this planning, the risk is to produce fragmented content that fails to convey the desired pathos.	Planning and storyboarding
15	M2	How would you rate the usability of a virtual exhibition on Artsteps for an adult target?	I would rate the fluidity of navigation, the clarity of interaction points, and the readability of supporting texts. An intuitive interface is essential to ensure that the focus remains on artistic content and not on technical difficulties.	User experience and navigation
16	M1	Describe the importance of narrative "rhythm" in editing a video about Caravaggio.	The rhythm must reflect the drama of the work: long pauses on shadow details alternating with quick cuts on expressions of terror. This visual balance drives the viewer's emotion, keeping the narrative tension high.	Dramatic rhythm and editing
17	M2	How do "hotspots" in a virtual exhibition foster self-paced learning?	The interactive points allow the learner to deepen only the aspects that arouse his curiosity, managing the learning time independently. This flexibility is fundamental for andragogy, respecting the individual rhythms of acquisition of skills.	Self-paced learning and hotspots

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18	M1	How can augmented reality "animate" the themes of the Birth of Venus?	Through AR, moving elements can be superimposed that explain the painting technique or hidden symbologies. This digital superimposition enriches the physical work, offering an interpretive "fourth dimension" that fascinates and educates.	Augmented reality and immersiveness
19	M2	What is the difference between free navigation and guided tour in a virtual museum?	Free navigation encourages self-exploration and casual discovery, while the guided tour ensures that the learner follows a logical and scientific thread. Both methods are necessary to balance creativity and methodological rigor.	Free vs guided navigation
20	M1	Why is the use of "metaphorical images" effective in digital storytelling about art?	Visual metaphors allow complex or abstract concepts to be explained by linking them to common audience experiences. This semantic bridge makes it easier to internalize the message and makes the narrative more memorable.	Visual metaphor and memorability
21	M2	How does high resolution influence the perception of the "painting technique" from a distance?	It allows you to analyze the density of the brushstroke and the overlapping of colors as if you were a few centimeters from the canvas. This level of detail is crucial for the validation of technical skills in an online art history path.	Analysis of the painting technique
22	M1	How can a short video enhance Boccioni's "continuity in space"?	Using circular or moving shots that revolve around the sculpture, emphasizing the decomposition of forms. Digital technology thus captures	Visual and video dynamism

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			the essence of the work, which is the expression of infinite movement in time.	
23	M2	What are the criteria for defining a "high quality" digital museum resource?	Criteria include reliability of information, high resolution of images, interactivity of the interface and the presence of structured educational paths. A quality resource must be able to combine aesthetics and scientific rigor.	Digital quality criteria
24	M1	How would you use Caravaggio's contrast between light and shadow to explain the narrative "climax"?	I would use shadow to create anticipation and sudden light to reveal the pivotal moment in the story. This symbolic use of lighting guides the viewer's eye towards the resolution of the narrative conflict.	Climax and chiaroscuro
25	M2	Why is the presence of a discussion forum vital in an art Moodle platform?	The forum allows for peer comparison, the sharing of different interpretations and the development of collective intelligence. It is the space where the learner can test their ideas and receive constructive feedback from the community.	Social learning and forums
26	M1	How can storytelling be used to promote social inclusion?	Telling universal stories through art that highlight themes of solidarity and cultural diversity. Empathic storytelling breaks down prejudices, creating a common ground of human understanding.	Inclusion and social storytelling

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27	M2	How can a virtual museum support intergenerational education?	By offering scalable content: simple narratives for the youngest and in-depth critical analysis for adults. This shared space fosters dialogue between generations on common historical and artistic themes.	Intergenerational education
28	M1	Define the role of the "script" in an art podcast.	The script organizes the flow of information and sounds, ensuring that the story has a clear beginning, development, and end. It's the tool that transforms a range of notions into a compelling listening experience.	Sound Script
29	M2	What role does "digital curatorship" play in the training of transversal skills?	Develops critical selection, information organization and visual communication skills. Curating a digital exhibition requires a synthesis of technical skills and artistic sensitivity.	Digital curation and soft skills
30	M1	How is the "non-verbal language" of art digitally translated?	Through the skilful use of shots, colors and editing rhythms that convey emotions without the need for words. Digital enhances the ability of the work to communicate through purely visual and sensory paths.	Non-verbal communication
31	M2	Why is it important for virtual exhibitions to be accessible from mobile devices?	To ensure the "portability" of learning, allowing the learner to enjoy the content at any time and place. Mobile accessibility is a pillar of contemporary digital learning.	Mobile learning and accessibility

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32	M1	How can background music change the interpretation of a Botticelli opera?	Harmonious music can emphasize classical elegance, while a melancholic melody can bring out the sense of fragility of beauty. Sound acts as an interpretative filter that directs the viewer's emotion.	Sound filter and interpretation
33	M2	What is the impact of digitization on the preservation of historical memory?	It allows you to preserve and share works that could be subject to physical degradation, making them eternal. Digital acts as a dynamic archive that keeps the collective memory alive through sharing.	Digital historical memory
34	M1	Describe the effectiveness of a "cliffhanger" in a series of digital videos about art.	The cliffhanger stimulates the learner's curiosity, prompting them to continue in the module to discover the resolution of an artistic mystery. It's a powerful engagement technique to keep attention high over time.	Engagement and cliffhanger

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Conclusion of Module 1 and 2: The transition from technical storytelling skills to the structuring of virtual exhibitions prepares the learner for a deeper understanding of the social function of art. Once the ability to narrate a work has been acquired, the user is ready to face the collective and participatory dimension, where art becomes a tool for resolving conflicts and building shared memory.

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3. Modules 3 and 4: Participatory Theatre, Conflict Resolution and Collective Memory

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This section focuses on art as a catalyst for social change. Using Forum Theatre and Romanian opera, learners analyse the dynamics of power and oppression. The technical focus shifts to the use of images as "cognitive shortcuts" to activate affective paths and collective memories.

ID	Module	Open Question	Ideal Learner Response	Keywords for AI
35	M3	Analyzing the work 'Peasants in Celebration' by Ion Jalea, what community dynamics do you identify as potential starting points for a participatory theater scene?	I identify dynamics of ritual inclusion, collective celebration but also potential social hierarchies among the participants in the party. These elements can be used to stage the contrast between the joy of the group and the isolation of an individual, inviting the audience to intervene.	Collective and rural identity
36	M3	How does the role of the "Joker" differ from a traditional conductor during a Forum Theatre session?	The Joker acts as a neutral facilitator who does not provide solutions, but asks uncomfortable questions such as "Who has the power to act?". Its function is to stimulate the "spectator-actor" to move from passive observation to transformative action on stage.	Joker and facilitation
37	M3	Describe the importance of ending a theatrical scene with an "unresolved conflict" according to the ARTSKILLS methodology.	An open and unresolved ending serves to generate a tension that pushes the audience to intervene to change the reality represented. If the conflict were resolved by the actors, the viewer would remain passive, losing the opportunity to exercise their power to act.	Unresolved conflict and open ending

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38	M4	Why are images considered "cognitive shortcuts" in the process of retrieving collective memory?	Images activate rapid interpretive processes that bypass slow analytical reasoning, directly affecting the limbic system. This immediacy allows shared memories and cultural identities to be evoked in a much more effective and persistent way than the written word.	Cognitive shortcuts and memory
39	M4	How can the use of 'chromatic cues' in Grigorescu's 'Fata pe Pârâu' influence the affective tone of a digital workshop?	The use of warm or saturated palettes can evoke feelings of nostalgia or serenity, while cold and desaturated tones can activate paths of introspection and melancholy. These signals modulate the emotional arousal of the participant, orienting his personal narrative.	Chromatic signals and affective pathways
40	M3	Define the concept of "spectator-actor" and explain how this figure can contribute to the resolution of a social injustice.	The spectator-actor is a member of the audience who interrupts the scene to propose an alternative to the oppression represented. Through this simulation in a safe environment, the participant learns real negotiation and empowerment strategies that can be applied in everyday life.	Spectator-actor and empowerment
41	M3	What criteria make a character "realistic" and functional in a theatrical exercise on conflict management?	A character is realistic if they have clear motivations, contradictory needs, and weaknesses that the audience can identify with. This verisimilitude is necessary for the viewer to believe that the solutions tested on stage are really applicable in the social context.	Character realism

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42	M4	How can Brâncuși's 'Endless Column' be used as a stimulus to reflect on 'generational continuity'?	The infinite verticality and repetition of the modules symbolize the constant ascent and the indissoluble link between past, present and future. In a video story, this work serves as a visual anchor to tell stories of resilience and collective cultural heritage.	Generational continuity and symbolism
43	M4	Explain how "cultural framing" influences the interpretation of an archival image.	Each user reads the image through the filter of their own experiences and social background, activating specific "schemes" of memory. Understanding this process is essential so as not to reproduce bias or stigma when creating digital narratives about the community.	Cultural Framing and Schemes
44	M3	How do you design a 3-5 minute theatrical script that makes oppression evident?	The script must focus on a single moment of tension, limiting the dialogues to the essentials and clearly showing the imbalance of power between oppressor and oppressed. Brevity ensures that the audience stays focused on the critical point where action is needed.	Narrative synthesis and oppression
45	M3	During the post-performance debate, what questions should the Joker ask to stimulate analysis of the decisions made?	The Joker should ask, "What decisions were made by the characters?", "What could have been done differently?" and "Who else was present who could have acted?". These questions shift the focus from individual guilt to collective responsibility.	Decision analysis and Joker

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46	M4	How do sensory stimuli (color, composition) favor identification with the subject of a work?	Through the "visual persuasion theory", the stimuli activate automatic physiological and emotional responses that create resonance with the subject. If the composition guides the eye towards the expression of the face, empathy and the activation of affective paths are facilitated.	Visual Persuasion and Identification
47	M4	Why is emotional intentionality crucial in creating a multimedia installation about memory?	Because the creator must be aware of what "emotional markers" (expression prototypes or symbolic colors) they are using to guide the audience. Without intentionality, the message risks being ambiguous or reinforcing prejudices instead of encouraging reflection.	Emotional intentionality and markers
48	M3	Describe the effectiveness of theatre as a simulation for resolving real conflicts.	Theatre allows you to test different resolution strategies in a "social laboratory" where the error has no real consequences but offers learning. This process transforms theoretical knowledge into practical and behavioral competence.	Simulation and social laboratory
49	M4	What is the role of "vividness" in making a collective memory persistent over time?	Vivid images full of emotional details create a deeper memory trace than verbal descriptions. The emotional resonance generated by the vividness anchors the event in the long-term memory of the social group.	Vividness and memory persistence
50	M4	How can a Romanian artwork from the 1930s help	Showing scenes of rural life and threatened traditions, the work acts as a	Tradition vs Modernization

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		discuss the conflicts of current modernization?	mirror to reflect on what we have lost or gained with modernity. It is a starting point for negotiating collective identity in a digitized world.	
51	M3	What digital skill is essential to document a "Forum Theater" for educational purposes?	The ability to record videos that capture not only the performance, but above all the reactions of the audience and the interventions of the spectator-actors. The editing must highlight the moments of transformation and the different solutions proposed during the debate.	Participatory video documentation
52	M4	Define the concept of "visual discourse" and how it can reinforce social narratives.	Visual discourse is the way in which the elements of an image (light, position of the subject, hierarchy) communicate an ideology or value. Placing an "oppressed" subject in a central and proud way can subvert dominant narratives and promote solidarity.	Visual Discourse and Social Storytelling
53	M4	How can chromatic decomposition be used to represent the fragmentation of memories?	Using dissonant colors or transparent digital overlays, it can be visualized how memory is not a single block, but a set of emotional fragments. This technique helps the learner to understand the complexity of historical reconstruction.	Chromatic fragmentation and memory
54	M3	Why is it important to clearly identify "who else is present" in a conflict scene?	To highlight the role of observers (bystanders), who often have the power to intervene but remain passive. In Forum Theatre, the spectator-actor can choose to replace an observer to show how neutrality can fuel oppression.	Role of observers

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55	M4	How can the introspection evoked by Grigorescu be translated into an exercise in "digital creative writing"?	Inviting the learner to observe the work and write a short text from the girl's point of view, focusing on the auditory and tactile sensations of the landscape. This process of deep identification transforms the vision into an experience of self-awareness.	Introspection and creative writing
56	M4	What are the risks of "reproducing bias" when creating a video about the memory of a marginalized community?	The risk is to use visual stereotypes that maintain psychological distance instead of creating closeness. Care must be taken not to excessively victimize the subject, but to give him back agency and human complexity.	Prevention of visual bias
57	M3	In the context of a workshop, how would you facilitate the transition from "observer" to "spectator-actor"?	By creating a climate of trust and emphasizing that there is no "right" answer, but only several possibilities for action. The Joker must encourage the first interventions, even small ones, celebrating the courage of those who enter the scene to change history.	Transition to action and trust
58	M4	How does Brâncuși's monumental architecture influence the "spatial perception" of memory?	Its monumental scale forces the viewer to a physical confrontation with the work, making memory something tangible and imposing. Digitally, this feeling can be recreated with 360-degree videos that convey the majesty of the site.	Spatial perception and 360 videos
59	M3	What is the main pedagogical objective of the "dialogue between	Develop divergent thinking, showing that the same conflict can have multiple resolutions depending on the values and	Divergent thinking and complexity

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		spectators and actors" proposed in the variants of the exercises?	resources of individuals. This dialogue trains tolerance towards complexity and social ambiguity.	
60	M4	Describe the connection between "pattern activation" and emotion recognition in a framework.	When we see a facial expression (marker), our brain activates a culturally learned emotional pattern that allows us to "feel" the emotion represented. This mirroring mechanism is the biological basis of empathy in art.	Activation of patterns and empathy
61	M3	How can an object on stage be used to symbolically represent systemic oppression?	A heavy or bulky object that restricts an actor's movements can visualize oppression that is not verbal, but structural. The spectator-actor can intervene not only by speaking, but by removing or transforming the object itself.	Material symbolism and oppression
62	M4	Why is the "narration of the territory" fundamental for the construction of collective identity?	Because the territory is not just physical space, but a container of stratified memories and shared meanings. Telling the bond with the land through art helps to root the individual in his or her own historical community.	Narration of the territory
63	M3	In an e-learning context, how can the Forum Theatre debate be simulated?	Using interactive forums or video commentaries where learners can propose alternative scripts for the scene presented. The chatbot can then act as a virtual Joker, asking questions to reflect on the proposed solutions.	Interactive Forum and Virtual Joker
64	M4	What is the value of transforming personal	It allows the individual's experience to be validated as part of a collective	Validation and social solidarity

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		stories into "shared cultural expressions"?	pattern, reducing the sense of alienation. When a personal story becomes art, it acquires a universal value that facilitates social solidarity.	
65	M3	How would you define the "success" of a participatory theater session?	Success is not about resolving the conflict on the scene, but about having generated critical debate and having made participants experience the desire to act. The real result can be seen in the change of attitude in everyday social reality.	Social impact and transformation
66	M4	How can the sound of a stream complement the vision of 'Fata pe Pârâu' to stimulate sensory memory?	The sound acts as an immersive trigger that enhances the image, making the experience "vivid" and facilitating the retrieval of personal memories related to nature. This multisensoriality is fundamental for deep emotional learning.	Sound Trigger and Sensory Memory
67	M3	What role does the Joker's "neutrality" play in keeping the space safe for debate?	Neutrality ensures that the Joker does not become a new oppressor who imposes his own vision. This allows participants to feel free to explore even radical solutions without fear of judgment.	Neutrality and safe space

Conclusion of Modules 3 and 4: After exploring the transformative power of theatre and the depth of collective memory, the training course evolves towards the operational and design phase. The learner, now aware of human and social dynamics, can apply these insights in the innovation

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processes of Design Thinking, learning to prototype solutions that respond with empathy to the emotional needs of the community.

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4. Modules 5 and 6: Design Thinking, Emotions and Intergenerational Art

This last section integrates the Hyper Island framework with Swedish art to stimulate social innovation. The learner learns to navigate the phases of Empathy, Ideation and Prototyping, applying them to complex issues such as the well-being of the elderly and the resolution of historical disputes through digital creativity.

ID	Module	Open Question	Ideal Learner Response	Keywords for AI
68	M5	How can Hilma af Klint's analysis of spiritual intentionality guide the 'Empathy' phase in a Design Thinking project?	Understanding that Klint sought to visualize the invisible teaches the designer to look beyond the user's manifest physical needs. In the 'Empathy' phase, this translates into researching the deep spiritual and emotional needs that often remain unexpressed in traditional interviews.	Empathy and unexpressed needs
69	M5	How would you use the iterative process to digitally 'resolve' the historical controversy of Carl Larsson's work 'Midvinterblot'?	I would design an installation that presents different historical interpretations, collecting user feedback (Test phase) to recalibrate the contents (Iteration). The goal is not to erase the controversy, but to use design to create a space for balanced and inclusive dialogue.	Iterative Process and Dispute Resolution
70	M6	Analyzing the dynamics of Zorn's 'Dans i Mora', how would you design a "digital wall of emotions" that	I would create a space where images of Zorn's party stimulate the elderly to upload audio memories of their dances, while the young respond with	Intergenerational connection and joy

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		fosters intergenerational connection?	modern digital creations inspired by those rhythms. This exchange creates an emotional bridge that fights social isolation through shared heritage.	
71	M5	Why is "failure" in a prototype public art installation considered a success in Design Thinking?	Because every error found during community testing provides valuable data to refine the final solution before investing significant resources. Early failure allows non-inclusive ideas to be discarded, ensuring that the final work truly resonates with the audience.	Useful failure and prototyping
72	M6	Explain the effectiveness of non-figurative expression (as in Klint) to support the emotional well-being of people with verbal language difficulties.	Abstraction offers a universal symbolic language that does not require verbal labels, allowing the subject to project his or her moods onto shapes and colors. This reduces communication stress and facilitates a deep spiritual and meditative connection.	Abstraction and non-verbal well-being
73	M5	In the Hyper Island framework, how do you define a "problem" in the context of artistic innovation for the community?	The problem is defined through the synthesis of the insights collected in the Empathy phase, transforming them into concrete challenges such as "How Might We". For example: "How could we use art to make public spaces more welcoming for the elderly?"	Problem Definition (HMW)
74	M5	Describe the critical transition from the 'Ideation' phase to the 'Prototyping' phase in an	After generating numerous ideas through brainstorming (without judgment), the most promising ones are selected to create low-fidelity models (such as storyboards or digital	Selection and low fidelity

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		ARTSKILLS educational project.	mock-ups). The prototype serves to make the idea tangible to collect the first real feedback from future users.	
75	M6	How can Carl Larsson's "narrative complexity" be used to train the critical sensitivity of adult learners?	Analyzing how Larsson intertwines myth, history and national sentiments allows the learner to decode how works of art are often loaded with political or social messages. This trains the ability to navigate digital information with a critical and conscious approach.	Critical sensitivity and complexity
76	M6	How can a podcast that collects testimonies about traditional Swedish holidays act as "memory therapy"?	Listening to familiar sounds and stories activates the recovery of positive memories and strengthens the sense of cultural belonging. This process stimulates neuroplasticity and improves mood, especially in care or loneliness settings.	Memory therapy and podcasts
77	M5	What is the advantage of using 3D modeling software in the testing phase of a public artwork?	It allows the community to visualize the impact of the work in real-world context without construction costs, facilitating accurate feedback on scale and aesthetics. This democratic approach ensures that social innovation is accepted and valued by citizens.	3D visualization and feedback
78	M6	Define "emotional resonance" in the context of an intergenerational digital art gallery.	It is the ability of the works to elicit similar affective responses in people of different ages, creating a common ground of dialogue. Emotional	Emotional resonance and dialogue

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			resonance breaks down generational barriers, fostering empathy through shared aesthetic experience.	
79	M5	Why is the "User-centric" approach fundamental in Design Thinking applied to art?	Because it ensures that the work is not just the expression of a single artist, but a response to the needs and desires of those who will use it. Putting the user at the center means designing experiences that have a real impact on the well-being of the community.	User-centric and social impact
80	M6	How can Anders Zorn's work stimulate reflections on "community joy" in an age of digital isolation?	By depicting the holiday as a moment of physical contact and real celebration, Zorn reminds us of the irreplaceable value of social presence. This stimulates the learner to design digital solutions that do not replace, but facilitate physical encounters between people.	Community Joy vs Isolation
81	M5	Describe how a learner can move from Empathy to Ideation using the art of Hilma af Klint.	After understanding Klint's desire to connect with the universe, the learner can devise digital tools (such as mindfulness apps or light installations) that offer similar experiences. The artistic concept thus becomes the basis for technological innovation focused on spiritual well-being.	Artistic concept and innovation
82	M6	What is the importance of analyzing the "collective emotions" generated by	Studying past reactions teaches the learner how art can polarize or unite a people. This awareness is vital for those who today create digital content	Collective emotions and public opinion

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		Midvinterblot in Sweden in 1915?	that has the potential to influence public opinion on a large scale.	
83	M5	How can brainstorming Hyper Island help a group of educators create new teaching modules?	By encouraging the generation of ideas without initial filters, unconventional pedagogical approaches are allowed to emerge. The subsequent selection and prototyping phase ensures that the best ideas become effective and tested teaching tools.	Brainstorming and co-creation
84	M6	How can Klint's abstraction be used for a digital mindfulness exercise?	Inviting the user to follow the geometric shapes and color gradients on the screen, synchronizing the breath with the visual movement. This exercise turns the artwork into a practical tool for stress reduction and concentration.	Digital mindfulness and abstraction
85	M5	Why is it necessary to involve different stakeholders (elderly, young, artists) in the 'Prototyping' phase?	To ensure the "multivocality" of the project: each group brings different perspectives that enrich the final solution. A prototype tested only by one group would risk being exclusionary or ineffective for the others.	Stakeholders and multivocality
86	M6	It explains the link between symbolism and spirituality in Hilma af Klint's 'Altar Paintings'.	The symbols (spirals, specific colors, organic shapes) act as diagrams of the soul, representing complex metaphysical concepts. This union shows how art can be a bridge between material reality and the inner search for meaning.	Spiritual Symbolism

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87	M5	How can user feedback lead to a pivot (change of direction) in Design Thinking?	If testing reveals that the prototype does not generate the intended emotion or utility, the team must return to the Ideation or even Empathy phase. This "pivot" ensures that the final project is truly relevant to the community, avoiding waste of resources.	Pivot and Fit
88	M6	How can intergenerational art counteract the stigma associated with old age?	By showing the elderly as custodians of stories and artistic wisdom, and actively involving them in digital creation with young people. This process changes the perception of old age from "decline" to "cultural and creative resource".	Countering stigma and wisdom
89	M5	What is the goal of the "Synthesis" phase after the Empathy interviews?	Extract insights from the data you collect to identify the true needs of users. Synthesis transforms information confusion into a clear and inspiring design direction for the team.	Synthesis and insights
90	M6	Describe an example of a "low-fidelity prototype" for an app dedicated to emotions.	A paper storyboard that illustrates the user's journey through the app: how they select a work, what music they play and how they can record their emotion. This allows you to test your app's logic before you even write a line of code.	Mock-up and user logic
91	M5	Why is interdisciplinary collaboration a pillar of	Because it integrates technological, pedagogical and artistic skills that are rarely found in a single person.	Cross-disciplinary collaboration

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		Design Thinking at ARTSKILLS?	Collaboration between different experts produces more robust, creative and pedagogically sound solutions.	
92	M6	How does Zorn's art celebrate Sweden's rural identity?	Through the meticulous documentation of the costumes, crafts and dances of the Mora region. His works are visual "time capsules" that allow current generations to reconnect with their historical roots.	Rural heritage and identity
93	M5	What is meant by "How Might We" and why is it a "generative" question?	It is a way of formulating the challenge that opens up infinite creative possibilities without suggesting a specific solution. Its open shape stimulates the brain to look for different answers, promoting lateral thinking.	HMW and lateral thinking
94	M6	How can technology make an abstract work by Klint "alive" in a museum?	Through the use of motion sensors that change the brightness or colors of the work according to the proximity of the user. This interaction transforms passive vision into a dance between the work and the viewer, making abstraction dynamic.	Interactivity and dynamic abstraction
95	M5	What is the importance of "User Experience" (UX) in adult learning?	A good UX reduces technical frustration, allowing the adult to focus fully on the educational content. If the platform is intuitive, learning becomes fluid and rewarding, increasing learner retention.	UX and learner retention

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96	M6	How does collective celebration strengthen the resilience of a community?	Creating moments of shared joy that become positive emotional anchors during times of crisis. The celebration reinforces the bonds of mutual trust, which are the basis of social resilience.	Social resilience and celebration
97	M5	Why does the 'Test' phase have to be conducted with real users and not just within the team?	Because team members have biases due to internal knowledge of the project. Only an external user can reveal usability issues or misunderstandings of the emotional message that the team would take for granted.	External testing and objectivity
98	M6	How can intergenerational art facilitate the transmission of "soft skills" from seniors to juniors?	Through collaboration on an art project, seniors convey patience, historical vision, and critical capacity, while young people share digital agility and technological creativity. This exchange is a mutual learning of life skills.	Soft skills exchange
99	M5	Define the value of "rapid prototyping" in the digital realm.	It allows you to validate an idea in a matter of hours or days, drastically reducing the risk of investing months in a solution that users don't want. It is the lean approach needed for rapid innovation in edutech.	Rapid prototyping and agility
100	M6	What is the desired final result of the integration between Design Thinking and art in the ARTSKILLS project?	To train adult citizens capable of facing the challenges of the digital world not only with technical skills, but with a deep emotional awareness, empathy	Emotional awareness and social innovation

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			and the ability to co-design social well-being.	
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5. Keyword Recognition Guidelines (AI Instructions)

The ARTSKILLS Chatbot must operate as a Socratic tutor. Below are the operating instructions for the LLM:

- Semantic Analysis of Answers:** Don't just search for the exact keyword match. The AI must validate synonyms and related concepts (e.g. for "Pathos", accept "dramatic intensity", "emotional charge").
- Depth Detection:** The system must reward responses that link the artwork to a practical or social application (e.g., citing the well-being of the elderly or conflict resolution).
- Socratic Method for Missing Keywords:** If an answer is incomplete or missing the key keyword, the AI does not have to provide the solution. Must ask a follow-up question (e.g., "Excellent reflection on composition. But how does this help to create a 'cognitive shortcut' for memory, as we saw in the module?").
- Hallucination prevention:** The chatbot must rely solely on the facts regarding the 9 artworks mentioned in the Source Context. If a user makes up data, the AI must kindly correct by referring to the scientific accuracy required by the form.
- Tone and Branding:** Maintain a professional, empathetic, and encouraging tone. Whenever the system provides positive feedback, it should reinforce the identity of the project by citing the expertise acquired (e.g., "Congratulations, you have demonstrated excellent *User-centric design skills*").

6. Project and Branding Disclaimer

The chatbot and all associated documentation must clearly display references to EU funding and the visual identity of the project.

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Branding Requirements:

- The **ARTSKILLS - For Empowerment and Inclusion** logo must always be visible in the conversation interface.
- The **logo Co-funded by the European Union** must be present in the footer of the chatbot or in the "Info" section.
- If you have any questions about the origin of the project, the chatbot should mention the Erasmus+ programme and the collaboration between Teleconsys (Italy), Centrul de Meditatii CONIL (Romania) and Hyper Island (Sweden).